**Listing of Claims**

1 – 22. (Canceled)

23. (Currently Amended)     A method for use with a gaming machine <u>having manually operable selectors</u>, the method comprising ~~the steps of~~:

 generating a plurality of award sets each of which comprises a plurality of outcomes,

   each of the outcomes being either an integer having a positive value or a non-winning outcome,

   wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers in any other of the award sets, and

   wherein a sum total of the positive value for all integers in any one of the award sets is equal to a sum total of the positive value for all integers in any other of the award sets;

 <u>designating one of said award sets to one of said selectors;</u>

 selecting <u>said one</u> [[an]] award set <u>in response to operation of said one selector</u> ~~from the award sets~~;

 selecting an outcome from [[the]] <u>said one</u> award set; and

 when the selected outcome is a said positive value integer, awarding ~~a player~~ game play credits, wherein the game play credits have a value that is equal to the positive value of the integer.

24. (Currently Amended)     The method as claimed in claim 23, further comprising ~~the steps of~~:

designating a further one of said award sets to another one of said selectors;

selecting [[a]] said further one award set in response to operation of said another one selector ~~from the award sets~~;

selecting a further outcome from [[the]] said further one award set; and

when the selected further outcome is a said positive value integer, awarding ~~the player~~ further game play credits, wherein the further game play credits have a value that is equal to the positive value of the further integer.


25. (Canceled)


26. (Previously Presented)     The method as claimed in claim 23, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.


27. (Previously Presented)     The method as claimed in claim 26, wherein the number of integers is equal for each of the award sets.


28. (Previously Presented)     The method as claimed in claim 27, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

29. (Previously Presented)    The method as claimed in claim 27, wherein one only of the award sets has a single positive value integer.

30. (Previously Presented)    The method as claimed in claim 29, wherein one only of the award sets has no said non-winning outcomes.

31. (Currently Amended)    A gaming machine comprising an electronic game controller comprising a program, a player interface having selectors operable by a player and a display, wherein the program causes the electronic game controller to:

maintain a plurality of award sets each of which comprises a plurality of outcomes,

one of said award sets corresponding to one of said selectors,

each of the outcomes being either an integer having a positive value or a non-winning outcome,

wherein a total number of the integers having a positive value in any one of the award sets is not equal to a total number of the integers having a positive value in any other of the award sets, and

wherein a sum total of the positive value for all integers in any one of the award sets is equal to a sum total of the positive value for all integers in any other of the award sets;

select said one [[an]] award set corresponding to said one selector responsive to operation of said one selector from the plurality of award sets;

select an outcome from said one the selected award set; and

when the selected outcome is a said positive value integer, award ~~a player~~ game play credits, wherein the game play credits have a value that is equal to the positive value of the integer selected from said selected award set.

32. (Currently Amended)     The gaming machine as claimed in claim 31, wherein the program further causes the electronic game controller to:

maintain a further one of said award sets corresponding to another one of said selectors;

select <u>said</u> [[a]] further <u>one</u> award set <u>corresponding to said another one selector responsive to operation of said another one selector</u> ~~from the plurality of award sets~~;

select a further outcome from [[the]] <u>said</u> further <u>one</u> award set; and

when the further outcome is a said positive value integer, award ~~the player~~ further game play credits, wherein the further game play credits have a value that is equal to the positive value of the further integer.

33. (Canceled)

34. (Currently Amended)     The gaming machine as claimed in <u>claim 31</u> ~~claim 33~~, wherein the highest value positive integer of one of the award sets is at least twice as large as the highest value positive integer of another of the award sets.

35. (Previously Presented)     The gaming machine as claimed in claim 34, wherein the number of integers is equal for each of the award sets.

36. (Previously Presented)     The gaming machine as claimed in claim 35, wherein within at least one of the award sets there is at least a factor of four difference between the highest and lowest values of said positive value integers.

37. (Previously Presented)     The gaming machine as claimed in claim 36, wherein one only of the award sets has a single said positive value integer.

38. (Previously Presented)     The gaming machine as claimed in claim 37, wherein one only of the award sets has no said non-winning outcomes.

39. (New)     A method for use with a gaming machine, the method comprising:

determining a plurality of outcomes, each of said outcomes having one of a positive value indicative of a winning outcome, and an non-positive value indicative of an non-winning outcome;

determining a plurality of award sets, each of said award sets having a number of said outcomes, and an average based on said outcomes of said award set, and said number of said outcomes, said number of said outcomes in any one award set being different from said number of said outcomes in any other award set, and said average of any one award set equaling said average of any other of said award sets;

receiving a selection of an award set from said plurality of award sets;

selecting an outcome from said selected award set; and

paying an award when said selected outcome has a positive value, said award having a value equaling a positive value of said outcome.

40. (New)     The method of claim 39, wherein receiving a selection comprises receiving a selection via a plurality of manual selection buttons, the method further comprising:

designating one of said award sets to one said selection button; and

selecting said one award set in response to said selection via said manual selection button.

41. (New)     The method of claim 39, wherein an outcome having positive value comprises a positive integer.

42. (New)     The method of claim 39, further comprising displaying all said award sets.